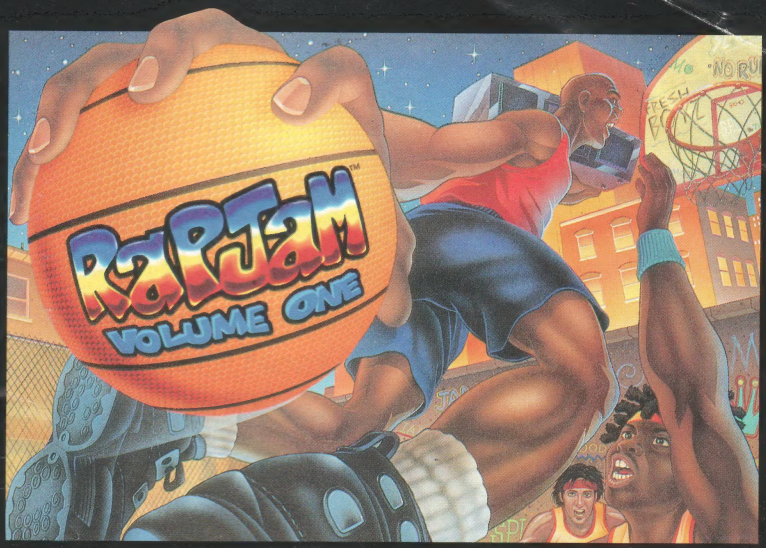
SNS-ARVE-USA



MOTOWN GAMES

MANDINGO ENTERTAINMENT INC™

INSTRUCTION MANUAL

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR SUPER NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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HEAD FOR THE PLAYGROUND

Battle it out for b'ball superiority with America's hottest Rap Stars, each with a special custom move. Mow 'em down with unbelievable Hang Time Jams! Crush the defense with a Helicopter Slam and slice 'em with a Somersault Slam.

But this isn't regulation league play — it's survival of the fittest when you're pushin', shovin' and jammin' in the streets of Chicago, Los Angeles, New York, Houston and Atlanta to a slammin' beat. No rules, no refs and lots of fun. Forget the rules — dribble, stop and dribble again if you want. Push and shove — do what it takes to win.

So, whatya waiting for? Lace up your hi-tops and hit the court!

GETTING STARTED

- Insert your **RapJam Vol. 1** game pak and turn on your Super Nintendo Entertainment System (SNES).
- Press the **START Button** at the Title screen to begin the game.

MANIPULATIONS IN MENUS

Blue words can be changed (when lightened in red) by pressing the Control Pad **LEFT** or **RIGHT**.

Move from one Blue word to another by pressing the Control Pad **UP** or **DOWN**.

Press the **START Button** to confirm a selection and quit the screen.

In menus, the **SELECT Button** takes you back to the Main Menu screen.

In the Main Menu, a PLAY AGAIN line may appear. If it is followed by ":" and a number, it indicates how many free games you have.

GENERAL GAMEPLAY

When you begin playing, the first two teams you'll play are teams without rappers. Next, you'll meet the 8 rapper teams in random order. One day one team is good, the next day they play badly. As you play more games, your opponents will get better and more difficult to beat.

Finally, you'll meet the 2 pro teams. You will play a total of 12 games.

CHALLENGE MODE

In Challenge Mode, the Statistics screen shows how many games were won and lost games by each player and with which team. At the top of the screen, you'll see the Control Pad Number, at the bottom of the screen you'll see their Total Wins and Losses and in the middle of the screen, you'll see how many Wins and Losses each team has.

CHAMPIONSHIP MODE

In Championship Mode, you go to each of the 5 cities and play a variety of teams of non-rappers, rappers or pros in progressively more difficult matches. You will only be able to use the team on the left and the CPU will control the team on the right. The number of players and their placement will mirror your team's players (they will be directly opposite your players).

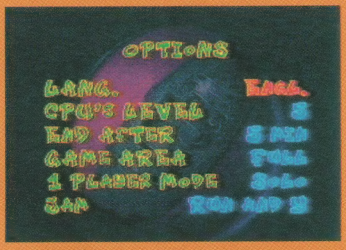
To go back to the Main Menu, press **SELECT**.

NOTE:
The prizes awarded in the Championship Mode are purely fictional and intended to make the game more exciting. Nothing contained in the game is deemed nor should it be deemed to be understood as actually awarding a prize to any player, consumer or user of the game.

OTHER MANIPULATIONS

The Options Menu

The Options Menu lets you make adjustments to enhance your game. The Blue words can be changed (when lightened in red) by pressing the Control Pad **LEFT** or **RIGHT**. Move from one Blue word to another by pressing the Control Pad **UP** or **DOWN**.



Press **START** to confirm your choices.

LANGUAGE
Choose what language you would like to see on the screen. English is automatically selected, but you may also choose French or Spanish.

CPU'S LEVEL
Make the game harder or easier! Difficulty Setting 5 is automatically selected, but you may choose a setting from 1 (easy) to 9 (most difficult) if you want an easier or more challenging game.

END AFTER
Select the length of gameplay. A 5 minute game is selected automatically, but you may have the game end after 3, 7 or 9 minutes or 20, 40 or 60 points.

GAME AREA
Decide what size court you want. Full is automatically selected or you may choose Half. In Half court game play, both teams play on the right half of the court.

1 PLAYER MODE
When you are the only human player on your team (the other players are controlled by the CPU), you can choose between Solo (default) and Spirit modes. In **Solo mode**, the player controls only the teammate he chooses. In **Spirit mode**, the player controls the teammate who has the ball. You'll see your controller number under this teammate's feet.

It's not necessary to touch the ball to change teammates since the teammate you control is always the teammate closest to the ball.

JAM
If you want you can change the Jam move from **run** + **BUTTON Y** (default) to **BUTTON B + BUTTON Y**.

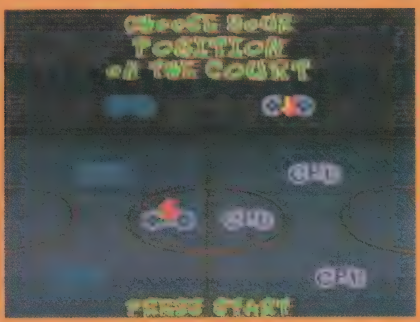
When you're happy with your options, press **START** to return to the Main Menu.

Placing the Human Players

When you place the human players, the upper Control Pads are not playing the next game and you have to press down to find a free place in the team (the blinking arrow tells you to choose). Control Pad 1 is always placed.

CHOOSE YOUR POSITION ON THE COURT

Choose the teammate you want to control by moving the controllers to one of the three locations. To choose the location, press the Control Pad **LEFT/RIGHT/UP/DOWN**.



ADDING CPU-CONTROLLED TEAMMATES

To add CPU-controlled teammates, press **BUTTON B** then move the Control Pad **LEFT/RIGHT/UP/DOWN** to select positions to be played by the CPU. Push **BUTTON B** to add.

Press **START** to continue.

Multi-player Option

If you play RapJam using the Nintendo Multiplayer, you'll see controllers 1-5 on the screen at the Take A Place On The Playground screen.

Choose the teammate you want to control as you would if you were playing in the one player mode. Press **START** to continue.

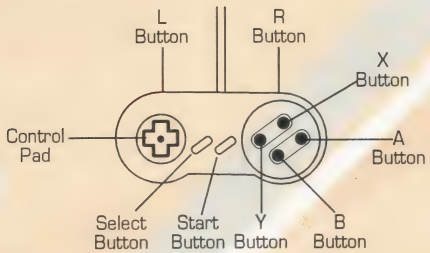
NOTE: In Multiplayer mode, all three players per team can be controlled by humans.

Championship Mode

In Championship Mode, you can only use the left team. The right team will be set by the CPU. The number and placement of the CPU-controlled players will be the same as your players.

MANIPULATIONS IN THE GAME

CONTROLLER LAYOUT



Always Possible Actions

START BUTTON
Pauses the game; press again to resume.

CONTROL PAD
Move LEFT/RIGHT/UP/DOWN.

BUTTON B
Jump.

BUTTON Y
Shoot.

In order to shoot the ball and get it into the basket. you must release **BUTTON Y** as soon as the ball leaves your teammate's hands.

To show how well you're doing, you'll see a Precision Indicator whenever your teammate shoots. When you keep your finger on **BUTTON Y**, it will fill, then empty when your teammate releases the ball. The more full it is, the more precise the shot will be.

BUTTON X
Begin Xtra Sequence (see Possible Actions in the Xtra Sequence).

Hold down and the controller number will appear at the teammate's feet.

NOTE: You'll also see your controller number under your teammate's feet at the beginning of a play.

When Your Player Has The Ball

BUTTON A
Protect the ball and push around.
Pump Fake.

BUTTON Y
Normal shoot for the basket.
If you are close to the rim, it becomes an automatic dunk.

BUTTON L
Pass a ball to the teammate on your teammate's left.

BUTTON R
Pass a ball to the teammate on your teammate's right.

NOTE: During a pass holding down the button pressed will force the CPU-controlled teammate receiving the ball to wait.

Depending On Options (Jam Mode)

BUTTON A + BUTTON Y
Dunk/Jam if in Dunk/Jam area

RUN + BUTTON Y
Dunk/Jam if in Dunk/Jam area

NOTE: For a Dunk/Jam, you must be in the Dunk/Jam start zone (the zone between the basket and the circle in front of the basket

Another Player Has The Ball

BUTTON A
Hit the ball (if you're close enough).

BUTTON L
Ask the ball from a CPU teammate.

BUTTON R
Ask the ball from a CPU teammate.

POSSIBLE ACTIONS IN THE XTRA SEQUENCE

Jump Higher, Run Faster or Dance with Xtra Sequences

To activate the Xtra Sequence, press **BUTTON X** then:

BUTTON X while running:
Increase running speed (it will automatically decrease). To run faster than the guys on the other team press **BUTTON X** repeatedly.

BUTTON X while standing still:
Perform a celebration dance, a gym move or a jump, depending on the direction and on the teammate.

BUTTON B
Xtra Jump — you'll go higher and turn in the air!

BUTTON A
Push other team's player (will go further than usual).
Pass fake (if you have the ball).

Possible Xtra Sequences with the Ball

BUTTON A + BUTTON Y
Xtra Dunk/Jam (if pressed while running to the center of the circle facing the basket).

NOTE: For a Dunk/Jam, you must be in the Dunk/Jam start zone (the zone between the basket and the circle in front of the basket).

BUTTON L
Pass a FireBall to the teammate on your teammate's left.

BUTTON R
Pass a FireBall to the teammate on your teammate's right.

NOTE: A FireBall is more difficult for the opponent to intercept.

Gettin' the Fresh Feeling

Make 2 Xtra Jams in a row without your opponent scoring and your team will get the Fresh Feeling.

You'll see the word FRESH under your team's score. When you run with Xtra Speed, you'll accelerate quicker, your Xtra Jumps will be higher and your Xtra Pushes will make your opponent fly further.

During A Jump

During a jump, **BUTTON L**, **BUTTON R**, **BUTTON X**, **BUTTON A** and **BUTTON Y** are active with some restrictions.

General

For an Xtra Sequence, the second press has to be just after the **BUTTON X** press and release.

To Dunk/Jam, you have to be in the Dunk/Jam start zone (the area between the basket and the circle in front of the basket).

For an Xtra Dunk/Jam, you have to be running close enough from the center of the circle in front of the basket at the end of the manipulation. Press **BUTTON X** then **BUTTON B** and **BUTTON Y** (you cannot change this in the Jam command of option screen).

When the shoot action is engaged, you have to release **BUTTON Y** when the indicator is full to increase the precision of the shoot.

JAMMIN' TIPS

- Passes to a moving or on the ground teammate may miss the target.
- When the ball is in the air, run to the shadow (it shows place on the court where the ball will land).
- Remember, some players are bigger than others — they are only in front of each other when their feet are on the same line, not their heads.
- When you run, you can go through teammates, not opponents.
- The 3 points line only gives you an indication where to shoot from, it does not give you 3 points.
- If you are close enough and in front of the ball, you can take it with **BUTTON A**.
- If you Pump Fake, the Computer-controlled player may jump.

- In Spirit Mode, player changes will not occur if you keep holding **BUTTON X** (the team's number will be at the teammate's feet), so if you don't want to swap players, hold down **BUTTON X**.

- When you shoot too far from the rim (if you can't see it on screen), you may catch air and miss the basket entirely.

- When you play in Chicago, try turning off the lights — but be careful.

CREATE THE TEAM

Build your team and make sure that you've got the best players! The captains of the 9 teams are some of America's hottest rappers. To scroll through the team list, press the Control Pad **LEFT** and **RIGHT**. When you find the captain you want, press **START** to continue.

Other teammates are men, women, teenagers and little kids so you can have different types of people on your team.

HINT:
Looks are deceiving — the characters aren't always skilled in the way that they seem to be.

You may choose the same player more than once if you want. To create your team, scroll through the list of teammates, press **START** to end your selection.

NOTE: Some rapper's groups have fewer than 3 members. Other characters are added to make the teams 3-on-3 or you can play 1-on-2, 1-on-3 or 2-on-2.

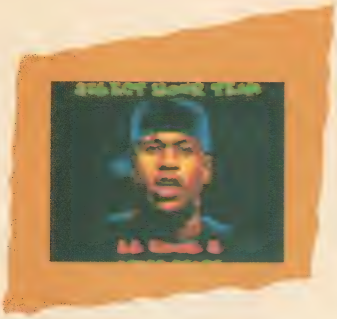
All of the rapper captains have their own unique moves.

NAUGHTY BY NATURE
captain:
Treach: Helicopter Jam
players:
Vinnie: Somersault Dunk
Kay Gee: Somersault Dunk

QUEEN LATIFAH
Butterfly Jam

YO-YO
Wheel Dunk

PUBLIC ENEMY
captain:
Flavor Flav: Double Pump
players:
Chuck D: Somersault Dunk
Terminator X: Somersault Dunk



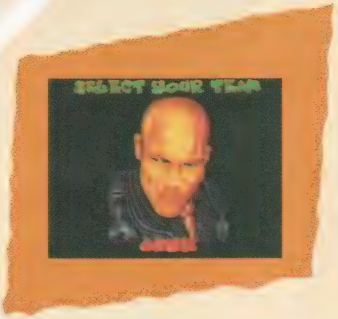
LL COOL J
Drop the Ball and Back Dunk

HOUSE OF PAIN
captain:
Everlast: Somersault, Hand Change and Jam
players:
Danny Boy: Flip Flop Dunk
DJ Lethal: Flip Flop Dunk

WARREN G
Drop the Ball and Back Dunk

COOLIO
Pump and Back Somersault Dunk

ONYX
captain:
Sticky Fingaz: Twirling Jam
Players:
Fredro: Somersault Dunk
Big DS: Somersault Dunk
Suavé: Somersault Dunk



CAN YOU HANG?

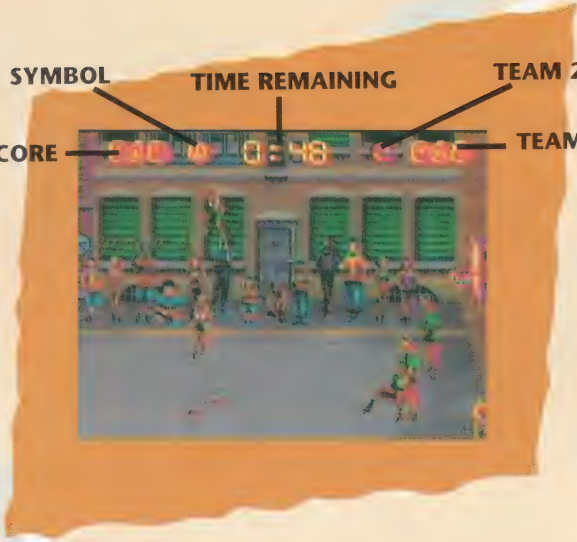
Now, hit the court! Choose one of five cities for your game by pressing the Control Pad **LEFT** and **RIGHT**.

Select:

- **Los Angeles**
- **New York**
- **Houston**
- **Atlanta**
- **Chicago**

When you've selected a location, press **START** to continue.

GAME SCREEN


TEAM 1 SYMBOL
TIME REMAINING
TEAM 2 SYMBOL
TEAM 1 SCORE
TEAM 2 SCORE

RESULTS SCREEN

The Results screen shows you the final score for your game.

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